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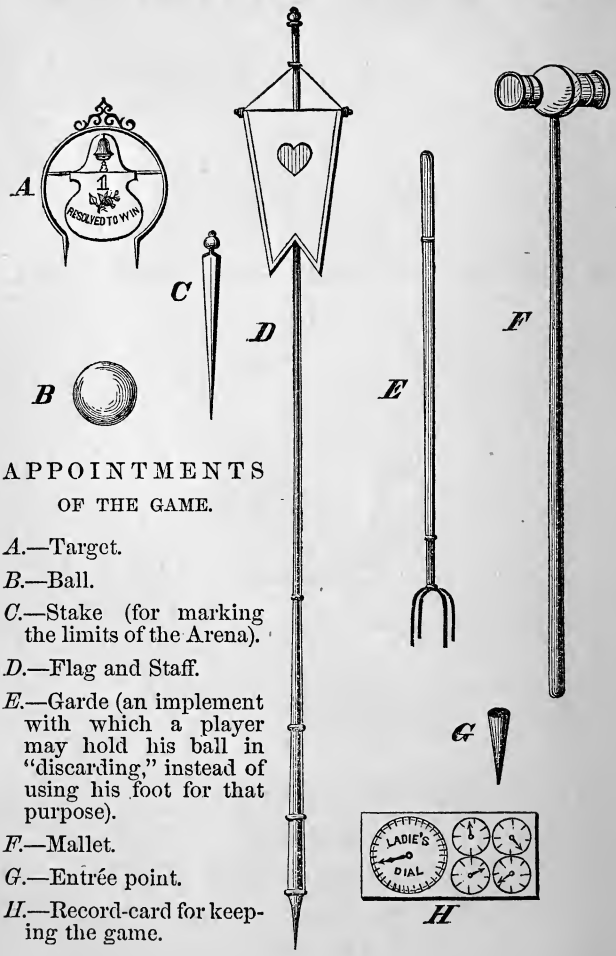
SILVER CHIMES:

A ROMANTIC GAME FOR THE FIELD AND PARLOR.

NEW YORK:
KIRBY & CO., PUBLISHERS,
633 BROADWAY.
1868.

Plate I.



APPOINTMENTS OF THE GAME.

A.—Target.

B.—Ball.

C.—Stake (for marking the limits of the Arena).

D.—Flag and Staff.

E.—Garde (an implement with which a player may hold his ball in "discarding," instead of using his foot for that purpose).

F.—Mallet.

G.—Entrée point.

H.—Record-card for keeping the game.

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SILVER CHIMES:

A ROMANTIC GAME FOR THE FIELD AND PARLOR.

APPOINTMENTS OF THE GAME.

Flag.—With a heart painted or embroidered on it, attached to a staff, to be fixed in the centre of the play-ground. (See diagram.)

Targets.—Six targets, set in frames (all of metal), so as to swing to and fro freely; and having appropriate devices, mottoes, and numbers, in colors, on the face of each. In the top of each target a small silver-toned bell is adjusted, and sounds when the target is struck by a ball. (See diagram.)

Mallets and Balls.—Eight sets of mallets and balls, appropriately painted, so that each set may be distinguished from the others.

Stakes.—Four wooden stakes for defining the limits of the play-ground. (See diagram.)

Entrée points.—Four wooden cones, concave on top, to be fixed in the ground, around the flag-staff; to be used for starting the balls from, in entering the game. (See diagram.)

Record.—A card, with five dials on it, for keeping the game. (See explanation on the card, also pars. 6 and 24, General Rules.

DEFINITION OF TERMS.

Tilt.—The duration of a player's turn or run is called *a tilt.*

Encouragement.—Striking the flag-staff at the Entrée is termed *encouragement.*

Rebuff.—Missing the flag-staff at the Entrée is termed *a rebuff.*

Discarding.—A player causes his ball to strike an adversary ball; then putting his ball in contact with the other, places his foot firmly upon his own ball, so as to keep it from moving, and striking his own ball with the mallet, drives the other by concussion in any direction he may wish.

Intriguing.—A player causes his ball to strike another; then, without placing his ball in contact with the other, strikes his ball against the other so that both balls shall move in the direction he wishes to send them in.

Coquetting.—When a Knight is *out* of the game in consequence of having made three failures in attempting to penetrate the 2d target, he may be readmitted by any one of the Ladies who, in her turn, shall drive his ball through the 3d target. This is termed *coquetting.*

Knight Errant.—When a Knight has driven his ball, consecutively, through all the targets, he is called a *Knight Errant.*

Jilt.—The act excluding a Knight Errant from the game, and compelling him under the rules to withdraw his ball, is called *a jilt.*

The Circle.—An imaginary line around the flag-staff, intersecting the location of the targets.

The Arena.—A square, the angles of which are defined by the four "stakes."

EXPLANATION OF DEVICES, NUMBERS, AND MOTTOES ON THE FLAG AND TARGETS.

FLAG.

The device on the flag is "The Lady's Heart," and expresses the object involved in the romantic conception of the game.

TARGETS.

	Device.	*Motto.*
1st Target.....	Purple Columbine.....	"Resolved to win."
2d Target.....	Convolvulus	"Uncertainty."
3d Target.....	Wild Daisy	"I will think of it."
4th Target.....	Love in a Mist	"You puzzle me."
5th Target.....	Moss Rosebud	"Confession of love."
6th Target.....	Bridal Rose.....	"Wedding ring."

THE PLAYERS.

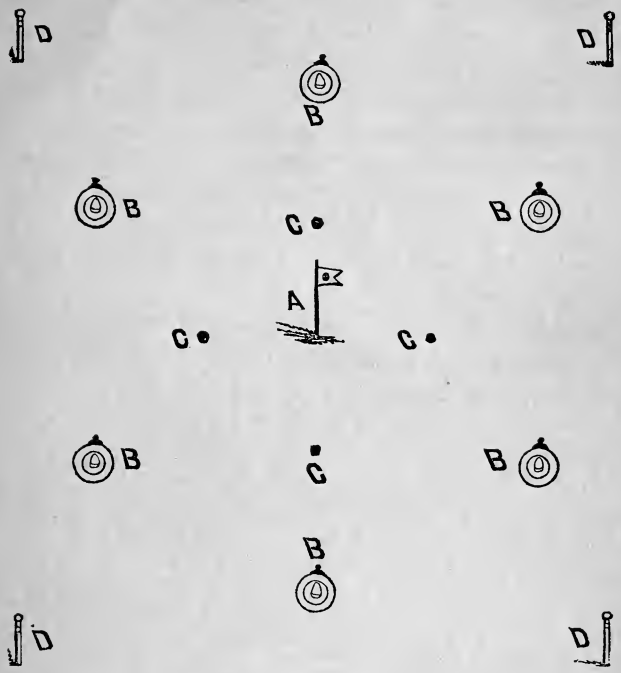
The players shall consist of two, three, or four gentlemen, termed Knights; and as many opposing Ladies, of whom the Knights are supposed to be enamored.

THE KNIGHTS ARE RESPECTIVELY DESIGNATED AS FOLLOWS:	THE OPPOSING LADIES ARE SEVERALLY NAMED:
1st. Knight of the Golden Mace.	1st. Lady of the Golden Mace.
2d. Knight of the Crimson Mace.	2d. Lady of the Crimson Mace.
3d. Knight of the Silver Mace.	3d. Lady of the Silver Mace.
4th. Knight of the Emerald Mace.	4th. Lady of the Emerald Mace.

The Knights shall, collectively, constitute one side, and the Ladies the other; the Knights endeavoring to drive their balls, severally, through the targets, in the order of the arrangement, until they have gone through all of them—"intriguing" and "discarding" when the opportunity presents itself—*without* counting; and the Ladies aiming to frustrate them by "discarding" adversary balls, "intriguing," and driving their own through the targets; counting as they succeed in doing so, as is more particularly explained in the General Rules, pars. 6, 20, and 25.

The choice of mallets and balls is left to the pleasure of the players, who will make their selections before commencing the game.

Plate II.



EXPLANATIONS—Showing the game set out for playing.

A.—Flag.

B.—Targets (forming the circle, each 10 feet from the flagstaff and equidistant from each other).

C.—Entrée points (to be driven into the ground at points 4 feet from the flagstaff, and are used to place the balls on in entering the game).

D.—Stakes—to be fixed (20 feet from the flagstaff) at the angles of the Arena, to mark its limits.

GENERAL RULES.

1st. The balls shall be withheld from the Arena until the players, in turn, enter the game.

2d. The players enter the game in the following order, viz.:

1st. Knight of the Golden Mace.	2d. Lady of the Golden Mace.
3d. Knight of the Crimson Mace.	4th. Lady of the Crimson Mace.
5th. Knight of the Silver Mace.	6th. Lady of the Silver Mace.
7th. Knight of the Emerald Mace.	8th. Lady of the Emerald Mace.*

And in this order they continue to play through the game.

3d. The Knights and Ladies may select the Entrée point from which they shall individually enter the game.

4th. No Knight or Lady shall be considered in the game, until he or she shall have struck the flag-staff from an Entrée point.

5th. The Knights, in turn, play on the targets *consecutively*, commencing with the first target; and their successes and reverses are intended to represent the varying fortunes of a courtship.

6th. The Ladies play in the order of their turns—

* Before the game commences, some other order may be adopted, provided that the alternations of the corresponding Knights and Ladies shall be preserved.

each one succeeding the champion wearing her color: they are privileged to play at any target they shall select, and are entitled to count 5 for every point they make.

7th. No Lady can be permitted to play more than *twice*, in succession, through the same target.

8th. *The Stroke.* In delivering a stroke, if the player dislodges his ball the length of a mallet's head from its position, it is to be considered a fair stroke.

9th. Players should not play out of their turns.

10th. When a ball lodges against the flag-staff, a target, or any other object, it must be played from the spot where it is lodged.

11th. When a ball is outside the play-ground, its player may, in his turn, play it from the limits of the Arena; at a point thereof where they would be intersected by a line drawn, through them, from the actual position of the ball to the flag-staff.

12th. *A Point.* To cause your ball to penetrate a target is to make *a point.*

13th. A player shall be entitled to continue his tilt so long as he can make *a point.*

14th. When the player's ball is not in a favorable position for reaching a target, he may, in order to secure a better position, play upon another ball: if his ball is *outside* of the *Circle*, he may play either for a ball *or* for the flag-staff; but failing to accomplish the object, his tilt ceases.

15th. When a player operates on an opposing ball to secure position, if his ball strikes it, he may either "in-

trigue" with it, or "discard" it before playing for the target: if he operates on a colleague's ball he is entitled to "intrigue" with it before playing for the target; but after operating on a ball, or on the flag-staff, he must make *a point* before playing on another ball or on the flag-staff again.

16th. When a player's tilt terminates he shall leave his ball where it rests, except in the case provided for in par. 17.

17th. If a player's ball lodges in a target-frame, he does not make the point; his tilt terminates, and he shall place his ball on one of the Entrée points.

18th. When a ball, hostile or friendly, shall have been accidentally lodged against a target, and shall present an impediment to a player's going through it, he shall be entitled to remove the obstructing ball by "discarding" it, if hostile, or "intriguing" with it, if friendly.

19th. No player shall be permitted to "discard" a ball belonging to his own side, except as provided in par. 22.

20th. If a Knight play for any of the targets except the second target, and fail to make *a point*, his tilt terminates; but if he fail to make a point in playing for *the second target*, in addition to the termination of his tilt, the opposite side is entitled to count ten on their dial (and they shall count ten for every such failure): and if the failure is repeated *three* times during the game, the player is excluded from it; but may be reinstated in the mode provided in par. 21.

21st. When a Lady proposes to reinstate a Knight

excluded by three failures to penetrate the second target, she must waive the right to play upon her own ball during her turn, and adopt his in its place, dealing with it as follows: She shall first designate one of the Entrée points on which he must place the excluded ball, and from this position she shall proceed to play it for the third target; and if she succeeds in driving his ball through the target, he is to be considered as reinstated, and as having passed through the second and third targets, and shall be so credited on his dial. If she fail in accomplishing her object, the excluded ball shall be withdrawn from the Arena; but the failure shall not preclude another, or more Ladies, in their several turns, from making a similar effort to reinstate the unfortunate Knight.

In Coquetting—whether the Lady succeed or fail—her tilt ceases after having made the stroke, and the next player shall proceed in the regular order of his turn.

22d. A Knight Errant shall be entitled, in his turn, to assist *all* the players, both friends and adversaries, who need assistance, by "intriguing" or "discarding" their balls into position or through targets; but in no case shall he be permitted to operate on a ball more than once during a tilt; and when he has assisted each ball once, or plays for a ball but misses it, his tilt terminates. Should a Knight Errant cause another player's ball to pierce a target, the player of that ball shall be entitled to count the point as if he had made it by a stroke with his own mallet.

23d. The Knight Errant is forbidden to play upon

the flag-staff for *any* purpose. Should his ball touch it, accidentally or by an adversary's play, he shall thereby be excluded from the game, and shall withdraw his ball from the Arena. And the act so excluding him is called *a jilt.*

24th. When only four persons play a game, 150 is the number required to be registered on the Ladies' dial, in order that they shall win the game. When six persons play a game, the Ladies must make 250 to win the game; and when eight persons are engaged, 350 is the number required to be registered by the Ladies, to give them the game.*

TERMINATION OF THE GAME.

25th. Should all of the Knights succeed in driving their respective balls through the whole number of targets before the opposing Ladies have registered against them the number of points fixed upon in paragraph 24, they will be adjudged to have won the game. Should the Ladies, on the other hand, count the said number of points before they have done so, the Ladies will be the victors.

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* The figures in par. 24 are intended for expert players, when the sides are equally matched. Where there are many unskilful players the figures should be varied to suit their ability, that neither side shall have any advantage over the other; this may be done by an agreement of the whole party before the game is commenced.

METHOD OF PLAYING THE GAME.

The game is commenced by the Knight of the Golden Mace, who shall place his ball on one of the Entrée points, and striking it with his mallet, endeavor to drive it against the flag-staff; succeeding in which, he is entitled to play for the 1st target, and if he drives his ball through it, he shall then play for the 2d target; and if he succeeds, he shall play for the 3d target; and so on for the other targets in succession until he becomes a "Knight Errant," or until he fails to drive his ball through a target played for. (See pars. 13, 14, 15, 16, 21, General Rules.)

The other Knights, in their turns, enter the game, and play as prescribed for the 1st Knight.

The Lady of the Golden Mace follows the Knight of the Golden Mace, playing her ball from one of the Entrée points for the flag-staff. If her ball strikes the flag-staff, she shall then be entitled to play for *any* target; and if she drives her ball through one, she may play back through the same target, or through any other target, and continues to play so long as she succeeds in driving her ball through a target.* She is also entitled, after having struck the flag-staff, or at any time during her tilt, to "discard," or "intrigue," with the Knight's ball. (See pars. 6, 13, 14, 15, 16, General Rules.)

The other Ladies, in their turns, enter the game, and play as provided for the 1st Lady.

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* But a Lady shall not play more than twice in succession through the same target. (See par. 7, General Rules.)

THE PARLOR FLOOR GAME.

METHOD OF SETTING OUT THE GAME.

1st. Place the circular iron plate (to be found in the box) in the centre of the floor, and fix it in its position by pressing on it with the hands or feet.

2d. Adjust the lower part of the flag-staff in the socket of the plate.

3d. Pass the loop of the measuring cord over the flag-staff and measure along one of the radiating lines on the plate to the 1st, 2d, or 3d knot of the measuring cord—depending upon the size of the room—and at this point fix the Target.*

4th. Proceed in the same way, taking the next radiating line, to place the other targets (at the same distance) in their positions—according to their numbers, 2, 3, 4, 5, 6.

5th. Remove the measuring cord from the lower part of the flag-staff and attach the upper part of the staff, with the flag on it, to the lower part.

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* The feet of the targets must first be adjusted to the targets, in order that they may stand upright.

The "Arena," or whole play-ground (in this game), shall be embraced in a circle whose radius is one mallet's length greater than the radius of the circle formed by the targets.

When a ball rolls outside of the "Arena" the player shall proceed as provided in par. 11, page 8, of this book.

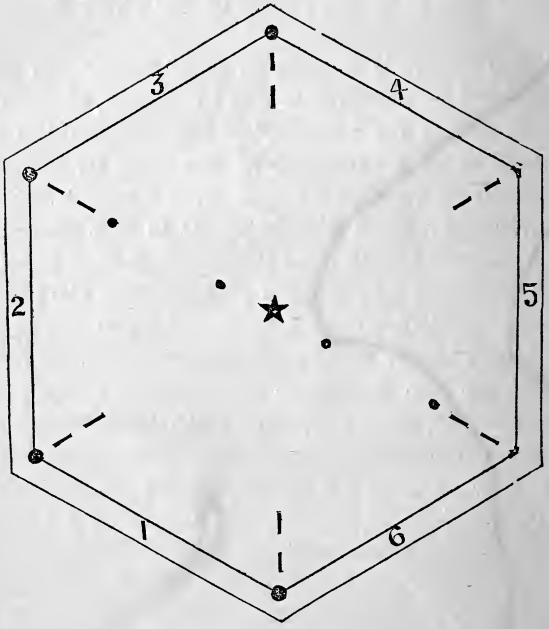
The *limits* of the "Arena," or boundary of the play-ground, may be ascertained at any time by measuring the distance of a mallet's length from a target *outward.*

There are no fixed Entrée-points in this game; any point a mallet's length from the flag-staff shall constitute an Entrée-point: and when a player enters the game he shall place his ball on the floor anywhere at the distance of a mallet's length from the flag-staff.

Observing the foregoing modifications, the players shall play in all other respects according to the rules for the Field-game.

A player may, at his option, play for position *only*, and is not required to play for a target or for another ball.

Plate III.



EXPLANATIONS.

1, 2, 3, 4, 5, 6, the cushioned frame.

The Star in the centre shows the position in which the pin is to be placed in the carom-game, also to start the balls from in the first game.

The black spots (two on each side of the Star) show the positions of the balls on commencing the carom-game.

The two short lines in the angles of the board indicate the positions of the targets.

PARLOR TABLE GAME.

The board is hexagonal; it is covered with green cloth and set in a handsomely ornamented frame, whose interior surfaces, projecting above the board, are covered with india-rubber, causing the balls to rebound when they are driven against it.

Six silver-plated metal targets, of appropriate size and similar in construction to those used in the field-game, are provided, having beautiful devices and mottoes painted on them in colors, and with bells attached; to be adjusted (in holes made for the purpose) in the six angles of the board. See plate 3.

Two mallets, two cues, four balls, together with the necessary counters, or record cards, for registering the points made by the players, complete the furniture of the game.

Four players, two Ladies and two Knights, constitute the complement which will afford the most interesting and pleasing game, each player using a ball; but eight persons may take part in a game, two using the same ball, and alternating in turn as the game proceeds.

The targets being adjusted in their proper positions, the balls shall be distributed as follows:

The White ball to the 1st Knight,
" Red ball to the 1st Lady,
" Black ball to the 2d Knight,
" Green ball to the 2d Lady;

and in this order the players shall take their turns.

METHOD OF PLAYING THE GAME.

The 1st Knight shall place his ball on the *Star* in the centre of the board, and striking it with a mallet or cue, shall endeavor to drive it against a cushion so that it shall rebound and penetrate the 1st target; and if he succeeds, he shall play for the 2d target, and so on for the other targets until he becomes a "Knight Errant," or until he fails to penetrate a target.

Should a player fail to drive his ball through a target in entering the game, or at any time during a tilt (when he plays for one), he shall cease playing until his next turn, leaving his ball where it is, subject to pars. 7 and 8, Rules for Carom game, page 18.

The other Knight, in his turn, enters the game and plays as prescribed for the 1st Knight.

The 1st Lady follows the 1st Knight, playing her ball from the *star* in the centre of the board, against a cushion, so that it shall rebound and penetrate a target; and if she succeeds, she shall be entitled to count 5 on the Ladies' dial, and to continue playing, and may play again for the same target, or for *any* target, and is entitled to continue to play so long as she can make a point; and may "discard," or "intrigue" with the Knight's ball as provided in the "Method of playing the Field-game"—page 12, this book.

The 2d Lady, in her turn, enters the game and plays as prescribed for the 1st Lady.

Observing the foregoing modifications, the game shall, in all other respects, be subject to the "General Rules" governing the Field-game.

CAROM GAME.

The following game of skill will prove a highly interesting and agreeable pastime, especially to gentlemen and ladies who are familiar with the use of a Cue—an implement for propelling the balls in Billiards.

First remove the targets from the board and place the pin (provided for the purpose) on the *Star* in the centre of the board, and the balls on the gilt "spots" on each side of it (see par. 2, Rules).

Two, three, or four persons may engage in a game, playing as partners—two against two, or two against one (when only 3 play); or they may play, each one for himself.

A Record dial is provided for each player, on which he must register the points he makes.

The balls and cues provided for the other game serve also for this.

RULES.

1st. The following is the order in which players shall take their turns. White ball 1st, Red ball 2d, Green ball 3d, and Black ball last. The balls to be put into some receptacle from which each player shall draw one.

2d. The first player shall place the pin and balls in their positions—the pin on the centre spot or Star, and the balls on the other spots in the order of *his* choice—as regards their color.

3d. A player's turn is called a tilt.

4th. A player is entitled to continue so long as he can make a point.

5th. A Ball dislodged from its spot must not be replaced, unless it is knocked off the board.

6th. Should a player in one stroke make two or more points, he shall be entitled to count each point as if he made them in separate strokes.

7th. Should a player drive his ball off the board, he shall instantly place it on one of the vacant "spots" and cease playing until his next turn; if he drives another player's ball off the board he shall not only cease playing until his next turn, but shall also *forfeit five*—which he must deduct from his register.

8th. If a player makes a point in a stroke in which he drives his ball off the board, he is entitled to count what he makes.

9th. When a player knocks down the pin, he is entitled to set it up in its position again before proceeding.

10th. Should the pin intervene between a player's ball and another ball (that he desires to play on), he is at liberty to remove the pin temporarily, to enable him to play on the other ball.

11th. If a ball lodges on the top of the frame of the board, it is to be considered off the board.

12th. If a player, in making a stroke, dislodges his ball two inches from its position, it shall be considered a fair stroke.

POINTS.

13th. The Carom.—If a player strikes his ball and it touches two other balls, he counts five.

14th. The Double Carom.—If a player strikes his ball and it touches three other balls, he counts ten.

15th. The Pin Stroke.—1*st Process.* The pin being in its position, in the centre of the board: if a player plays his ball against a cushion and it returns and strikes another ball, and either of them, after coming in contact, knocks down the pin, he makes the point and counts 10.

2*d Process.* Or if he causes his ball to strike another, and either of them, after coming in contact, touches a cushion, rebounds and knocks down the pin, he makes the point and counts 10.

16th. If a player's ball is in contact with another, he shall not "Carom" on that ball unless he can make his ball first strike some other ball and return and touch the one his was in contact with.—See Carom points.

17th. One hundred is deemed to be a suitable number to constitute the game, but the players are at liberty to determine upon some other number before beginning the game.

METHOD OF PLAYING THE GAME.

The pin and balls being arranged in their proper positions, the player of the White ball shall commence the game by playing his ball with a mallet or cue from its spot to make a point.—See pars. 4, 13, 14, 15, Rules.

The other players follow in their turns, playing their respective balls from the position in which they find them, and endeavoring to make points.

The player (or side) first registering the number fixed upon to constitute the game, wins it.

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